Methods and ways of calling a method

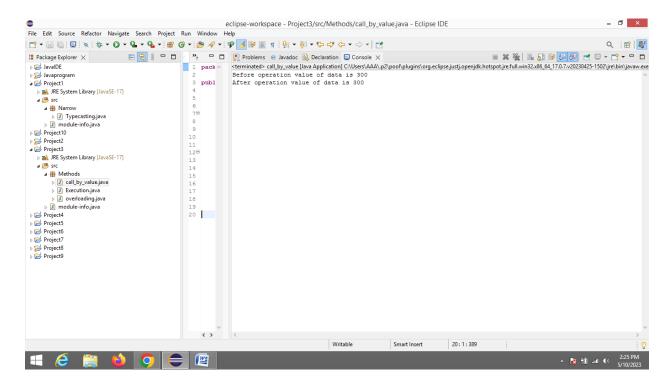
1) Call-by-value

```
package Methods;

public class call_by_value {
    int val=300;

    int operation(int val) {
        val =val*10/100;
        return(val);
    }

    public static void main(String args[]) {
        call_by_value d = new call_by_value();
        System.out.println("Before operation value of data is "+d.val);
        d.operation(100);
        System.out.println("After operation value of data is "+d.val);
        }
}
```

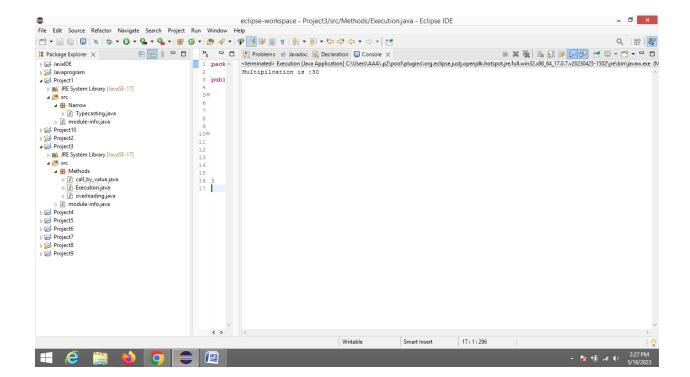


2) Execution

```
package Methods;

public class Execution {
    public int multipynumbers(int x,int y) {
        int z=x*y;
        return z;
    }

    public static void main(String[] args) {
        Execution b=new Execution();
        int ans= b.multipynumbers(10,3);
        System.out.println("Multipilcation is :"+ans);
     }
}
```



3) Over loading

```
package Methods;
public class overloading {
                                               public void area(int b,int h)
                                                                         System.out.println("Area of Triangle: "+(0.5*b*h));
                                }
                               public void area(int r)
                                                                        System.out.println("Area of Circle: "+(3.14*r*r));
                               public static void main(String args[])
                                                overloading obj =new overloading ();
                                                       obj.area(11,21);
                                                       obj .area(8);
                        }
 }
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